

WHAT IS CLAIMED IS:

1. A game service, comprising:

a game service transmitting device that includes:

a multiplexer for converting image and audio information, a game program and game-related information into a transport stream, and

5 a transmitting unit for channel-coding the transport stream, and modulating, amplifying and transmitting the transport stream; and

a game service receiving device that includes:

a tuning unit configured to receive image and audio information, a game program ordered by a user and game-related information, and configured to select
10 either the image and audio information corresponding to a broadcast channel desired by the user, or the game program ordered by the user, and

a common game interface module configured to demodulate a selected game program and game-related information, to error correct the demodulated information, and configured to download the game program, and process the game-related
15 information.

2. A game service transmitting device, comprising:
a multiplexer for converting image and audio information, a game program and game-related information into a transport stream; and
a transmitting unit for channel-coding the transport stream, and modulating, amplifying and transmitting the transport stream.

3. The device according to claim 2, further comprising a game server configured to provide game programs and game-related information.

4. The device according to claim 3, wherein the game server is configured to receive a game ordering signal indicating a game desired by a user, and to provide the selected game program and game-related information.

5. A game service receiving device, comprising:
a tuning unit configured to receive image and audio information, a game program ordered by a user and game-related information, and configured to select either image and audio information corresponding to a channel desired by a user, or a game program ordered by the user; and

a common game interface module configured to demodulate a selected game program and game-related information, and configured to error correct, download and process the demodulated game program and the game-related information.

6. The device according to claim 5, wherein the common game interface module includes a downloader for downloading a game program ordered by the user using the game-related information.

7. The device according to claim 6, wherein the common game interface module further comprises:

a game memory for storing a downloaded game program; and
a CPU for executing the stored game program.

8. The device according to claim 7, wherein the CPU executes the game program upon receipt of a controlling command input through a user interface.

9. A game service receiving device, comprising:
a processor configured to receive an input from a user interface, and configured to output a first control signal to select a broadcast signal of a channel desired by a user, or a second control signal to order a game desired by the user;

5 a modem configured to receive the second control signal and to output a game ordering signal to order a game desired by the user; and

a common game interface module configured to receive the first control signal and configured to demodulate a broadcast signal of a channel selected by the user, and a game program and game-related information, wherein the common game interface
10 module is also configured to error correct, download and process demodulated game-related information.

10. The device according to claim 9, further comprising a common interface host to provide a resource for processing the game program and the game-related information.

11. The device according to claim 9, wherein the common game interface module includes a downloader for downloading the game program ordered by the user using the game-related information.

12. The device according to claim 9, wherein the common game interface module further comprises:

a game memory for storing a downloaded game program; and
a CPU for executing the stored game program.

13. The device according to claim 12, wherein the CPU executes the game upon receipt of a signal from a user interface.

14. A game service transmitting method, comprising:
converting image and audio information, a game program and game-related information into a transport stream;
coding the transport stream; and
modulating and transmitting the transport stream over a certain channel.

15. The method according to claim 14, wherein the converting step includes the sub-steps of:
adding a new game program desired by a user and game-related information to a game list; and
converting the game program and game-related information into a transport stream.

16. A game service receiving method, comprising:
extracting a game list of game-related information from a transport stream that includes image and audio information, a game program and the game-related information;

downloading a game program according to the game-related information if the game program is desired by the user; and
executing the game.

17. The method according to claim 16, further comprising a step of requesting a game program desired by the user from a transmitting party when the game program desired by the user is not included in the extracted game list.

18. The method according to claim 16, wherein the game-related information comprises a packet identifier (PID) for identifying a packet of a game program ordered by a user, and a game list.

19. The method according to claim 16, further comprising:
displaying the extracted game list on a display screen; and
requesting a game desired by the user from a transmitting party when the game program desired by the user is not included in the displayed game list.

